Claims

We claim:

1   1. A entrance-exchange structure, comprising:

2   scrip; and

3   a game of uncertain outcome adapted to be played by at least one player, wherein a house

4   is adapted to pay a player of the at least one player a takehome in a currency for a win of the

5   game of uncertain outcome by the player based on betting by the player, and wherein the

6   currency is selected from the group consisting of cash plus scrip and scrip.

1   2. The entrance-exchange structure of claim 1,

2   wherein at least one vendor exists such that the at least one vendor is selected from the

3   group consisting of a house vendor, N outside vendors such that N is at least 1, and the house

4   vendor plus the N outside vendors;

5   wherein if the at least one vendor includes the house vendor, then a player may exchange

6   a portion of the scrip at a scrip-to-items exchange rate E^{S-I}_0 for at least one item provided by the

7   house vendor; and

8   wherein if the at least one vendor includes the N outside vendors, then

9   the player may exchange the portion of the scrip with the outside vendor V_i at a

10   scrip-to-items exchange rate E^{S-I}_i for at least one item provided by the outside vendor V_i

11   such that i is selected from the group consisting of 1, 2, ..., and N, and

12   the outside vendor V_i may exchange a percentage of the portion of the scrip with

13   the house for cash at the scrip-to-cash exchange rate E^{S-C}_i such that i is selected from the

14   group consisting of 1, 2, ..., and N.

1   3. The entrance-exchange structure of claim 2, wherein the at least one vendor consists of the

2   house vendor.

     4. The entrance-exchange structure of claim 2, wherein the at least one vendor consists of the N

     outside vendors.

     5. The entrance-exchange structure of claim 2, wherein the at least one vendor consists of the

     house vendor plus the N outside vendors.

     6. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N

2   outside vendors, then two or more outside vendors of the N outside vendors do not provide a

3   same or essentially similar item or items in exchange for the scrip.

1   7. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N

2   outside vendors, then N is at least 2 and E^{S-I}_i is independent of i such that E^{S-I}_i is constant, for i =

3   1, 2, ..., and N.

1   8. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N

2   outside vendors, then N is at least 2 and E^{S-C}_i is independent of i such that E^{S-C}_i is constant, for i

3   = 1, 2, ..., and N.

1   9. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N

2   outside vendors then $\Phi_{P,i} > 0$, and wherein $\Phi_{P,i}$ is a percent profit for the player in relation to the

3   outside vendor V_i, for i = 1, 2, ..., and N.

1   10. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N

2   outside vendors then $\Phi_{H,i} > 0$, and wherein $\Phi_{H,i}$ is a percent profit for the house in relation to the

3   outside vendor V_i, for i = 1, 2, ..., and N.

1   11. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N

2   outside vendors then $\Phi_{V,i} > 0$, and wherein $\Phi_{V,i}$ is a percent profit for the outside vendor V_i, for i

3   = 1, 2, ..., and N.

1   12. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N

2   outside vendors, then the game of uncertain outcome is a positive sum game in relation to a

3   subset of the N outside vendors.

1   13. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N

2   outside vendors, then the game of uncertain outcome is a positive participant game in relation to

3   a subset of the N outside vendors.

1   14. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N

2   outside vendors then two and only two of $\Phi_{P,i}$, $\Phi_{V,i}$, and $\Phi_{H,i}$ are positive, wherein $\Phi_{P,i}$ is a percent

3   profit for the player in relation to the outside vendor V_i, wherein $\Phi_{V,i}$ is a percent profit for the

4   outside vendor V_i, and wherein $\Phi_{H,i}$ is a percent profit for the house in relation to the outside

5   vendor V_i, for i = 1, 2, ..., and N.

1   15. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the

2   house vendor then $\Phi_{P,0} > 0$, and wherein $\Phi_{p,0}$ is a percent profit for the player in relation to the

3   house vendor.

1   16. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the

2   house vendor then $\Phi_{H,0} > 0$, and wherein $\Phi_{H,0}$ is a percent profit for the house when functioning

3   as the house vendor.

1   17. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the

2   house vendor then $\Phi_{P,0} > 0$ and $\Phi_{H,0} > 0$, wherein $\Phi_{p,0}$ is a percent profit for the player in relation

3   to the house vendor, and wherein $\Phi_{H,0}$ is a percent profit for the house when functioning as the

4   house vendor.

1   18. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the

2   house vendor, then the game of uncertain outcome is a positive sum game in relation to the house

3   vendor such that $\Phi_{H,0}>0$.

1   19. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the

2   house vendor, then the game of uncertain outcome is a positive participant game in relation to the

3   house vendor.

1   20. The entrance-exchange structure of claim 2, wherein the game of uncertain outcome is a

2   positive sum game in relation to each vendor of the at least one vendor.

1   21. The entrance-exchange structure of claim 2, wherein the game of uncertain outcome is a

2   positive sum game in relation to a first vendor of the at least one vendor.

1   22. The entrance-exchange structure of claim 2, wherein the house is adapted to guarantee that

2   the player cannot lose more than P percent of the player's initial betting capital, and wherein P is

3   in a range of $0 \leq P < 100$.

1   23. The entrance-exchange structure of claim 22, wherein P does not exceed 50.

1   24. The entrance-exchange structure of claim 2, wherein the house is adapted to guarantee that

2   the player's initial betting capital must increase by at least Q percent, and wherein $Q>0$.

1   25. The method of claim 24, wherein if the at least one vendor includes the house vendor then the

2   house implements guaranteeing the Q percent by adjustment of a scrip-to-items exchange ratio

3   E^{S-I}_0.

1   26. The entrance-exchange structure of claim 2, wherein the house is adapted to guarantee that

2   the game of uncertain outcome is a positive sum game.

1   27. The entrance-exchange structure of claim 2, wherein the house is adapted to guarantee that

2   the game of uncertain outcome is a positive participant game.

1   28. The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N

2   outside vendors then the house is adapted to guarantee that two and only two of $\Phi_{P,i}$, $\Phi_{V,i}$, and

3    $\Phi_{H,i}$ are positive, wherein $\Phi_{P,i}$ is a percent profit for the player in relation to the outside vendor V_i,

4   wherein $\Phi_{V,i}$ is a percent profit for the outside vendor V_i, and wherein $\Phi_{H,i}$ is a percent profit for

5   the house in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

1   29. The entrance-exchange structure of claim 1, wherein the game of uncertain outcome is

2   adapted for sequential betting by the player when the game of uncertain outcome is played by the

3   player, wherein the takehome to the player from the house is adapted to provide the player with

4   an expected takehome of C dollars of cash and S units of scrip for each dollar bet such that

5    $0 \leq C < 1$ and $S > 0$.

1   30. The entrance-exchange structure of claim 29, wherein S/C is constant.

1   31. The entrance-exchange structure of claim 1, wherein the betting by the player comprises

2   betting by cash, cash equivalent, bettable scrip, or a combination of thereof.

1   32. The entrance-exchange structure of claim 1, wherein the betting by the player comprises

2   betting by bettable scrip.

1   33. The entrance-exchange structure of claim 32, wherein the bettable scrip is conditionally

2   bettable.

1   34. The entrance-exchange structure of claim 1, wherein the house comprises a casino.

1   35. The entrance-exchange structure of claim 1, wherein the house comprises a computer casino.

1   36. The entrance-exchange structure of claim 35, wherein the player interacts with the computer

2   casino over a data communication medium selected from the group consisting of an Internet, an

3   Intranet, a cable television network, a telephone network, a wide area network, a satellite

4   network, a short wave radio network, and a combination thereof.

1   37. The entrance-exchange structure of claim 1, wherein the game of uncertain outcome

2   comprises a casino game.

1   38. The entrance-exchange structure of claim 1, wherein the game of uncertain outcome includes

2   an event selected from the group consisting of a lottery and a sporting event.

1   39. The entrance-exchange structure of claim 1, wherein the game of uncertain outcome

2   comprises a game of chance.

1   40. The entrance-exchange structure of claim 1, wherein the game of uncertain outcome

2   comprises a game of skill.

1   41. A method of executing a entrance-exchange structure, comprising:

2   participating in a game of uncertain outcome by a first party selected from the group

3   consisting of a player and a house, wherein the game of uncertain outcome is being played by the

4   player, wherein a house is adapted to pay the player a takehome in a currency for a win of the

5   game of uncertain outcome by the player based on betting by the player, and wherein the

6   currency is selected from the group consisting of cash plus scrip and scrip; and

7   dealing with the scrip by the first party, wherein if the first party is the player then the

8   dealing by the player comprises receiving from the house the takehome for the win, and wherein

9   if the first party is the house then the dealing by the house comprises giving to the player the

10   takehome for the win.

1   42. The method of claim 41,

2   wherein at least one vendor exists such that the at least one vendor is selected from the

3   group consisting of a house vendor, N outside vendors such that N is at least 1, and the house

4   vendor plus the N outside vendors;

5   wherein if the at least one vendor includes the house vendor, then a player may exchange

6   a portion of the scrip at a scrip-to-items exchange rate $E^{S \to I}_0$ for at least one item provided by the

7   house vendor; and

8   wherein if the at least one vendor includes the N outside vendors, then

9   the player may exchange the portion of the scrip with the outside vendor V_i at a

10   scrip-to-items exchange rate $E^{S \to I}_i$ for at least one item provided by the outside vendor V_i

11   such that i is selected from the group consisting of 1, 2, ..., and N, and

12   the outside vendor V_i may exchange a percentage of the portion of the scrip with

13   the house for cash at the scrip-to-cash exchange rate E^{S-C}_i such that i is selected from the
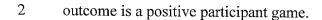
14   group consisting of 1, 2, ..., and N.

1   43. The method of claim 42, wherein the at least one vendor consists of the house vendor.

1   44. The method of claim 42, wherein the at least one vendor consists of the N outside vendors.

1   45. The method of claim 42, wherein the at least one vendor consists of the house vendor plus the

2   N outside vendors.

1   46. The method of claim 42, wherein if the at least one vendor includes the N outside vendors,

2   then two or more outside vendors of the N outside vendors do not provide a same or essentially

3   similar item or items in exchange for the scrip.

1   47. The method of claim 42, wherein if the at least one vendor includes the N outside vendors,

2   then N is at least 2 and E^{S-I}_i is independent of i such that E^{S-I}_i is constant, for i = 1, 2, ..., and N.

1   48. The method of claim 42, wherein if the at least one vendor includes the N outside vendors,

2   then N is at least 2 and E^{S-C}_i is independent of i such that E^{S-C}_i is constant, for i = 1, 2, ..., and N.

1   49. The method of claim 42, wherein if the at least one vendor includes the N outside vendors

2   then $\Phi_{P,i} > 0$, and wherein $\Phi_{P,i}$ is a percent profit for the player in relation to the outside vendor

3   V_i, for i = 1, 2, ..., and N.

1   50. The method of claim 42, wherein if the at least one vendor includes the N outside vendors

2   then $\Phi_{H,i} > 0$, and wherein $\Phi_{H,i}$ is a percent profit for the house in relation to the outside vendor

3   V_i, for i = 1, 2, ..., and N.

1   51. The method of claim 42, wherein if the at least one vendor includes the N outside vendors

2   then $\Phi_{V,i} > 0$, and wherein $\Phi_{V,i}$ is a percent profit for the outside vendor V_i, for i = 1, 2, ..., and N.

1   52. The method of claim 42, wherein if the at least one vendor includes the N outside vendors,

2   then the game of uncertain outcome is a positive sum game in relation to a subset of the N

3   outside vendors.

1   53. The method of claim 42, wherein if the at least one vendor includes the N outside vendors,

2   then the game of uncertain outcome is a positive participant game in relation to a subset of the N

3   outside vendors.

1   54. The method of claim 42, wherein if the at least one vendor includes the N outside vendors

2   then two and only two of $\Phi_{P,i}$, $\Phi_{V,i}$, and $\Phi_{H,i}$ are positive, wherein $\Phi_{P,i}$ is a percent profit for the

3   player in relation to the outside vendor V_i, wherein $\Phi_{V,i}$ is a percent profit for the outside vendor

4 V_i, and wherein $\Phi_{H,i}$ is a percent profit for the house in relation to the outside vendor V_i, for $i = 1$,

5 2, ..., and N.

1 55. The method of claim 42, wherein if the at least one vendor includes the house vendor then

2 $\Phi_{P,0} > 0$, and wherein $\Phi_{p,0}$ is a percent profit for the player in relation to the house vendor.

1 56. The method of claim 42, wherein if the at least one vendor includes the house vendor then

2 $\Phi_{H,0} > 0$, and wherein $\Phi_{H,0}$ is a percent profit for the house when functioning as the house vendor.

1 57. The method of claim 42, wherein if the at least one vendor includes the house vendor then

2 $\Phi_{P,0} > 0$ and $\Phi_{H,0} > 0$, wherein $\Phi_{p,0}$ is a percent profit for the player in relation to the house

3 vendor, and wherein $\Phi_{H,0}$ is a percent profit for the house when functioning as the house vendor.

1 58. The method of claim 42, wherein if the at least one vendor includes the house vendor, then

2 the game of uncertain outcome is a positive sum game in relation to the house vendor such that

3 $\Phi_{H,0} > 0$.

1 59. The method of claim 42, wherein if the at least one vendor includes the house vendor, then

2 the game of uncertain outcome is a positive participant game in relation to the house vendor.

1 60. The method of claim 42, wherein the game of uncertain outcome is a positive sum game in

2   relation to each vendor of the at least one vendor.

1   61. The method of claim 42, wherein the game of uncertain outcome is a positive sum game in

2   relation to a first vendor of the at least one vendor.

1   62. The method of claim 42, wherein the house is adapted to guarantee that the player cannot

2   lose more than P percent of the player's initial betting capital, and wherein P is in a range of

3      $0 \leq P < 100$.

1   63. The method of claim 62, wherein P does not exceed 50.

1   64. The method of claim 42, wherein the house is adapted to guarantee that the player's initial

2   betting capital must increase by at least Q percent, and wherein Q>0.

1   65. The method of claim 64, wherein if the at least one vendor includes the house vendor then the

2   house implements guaranteeing the Q percent by adjustment of a scrip-to-items exchange ratio

3      $E^{S \text{-} I}_{0}$.

1   66. The method of claim 42, wherein the house is adapted to guarantee that the game of uncertain

2   outcome is a positive sum game.

1   67. The method of claim 42, wherein the house is adapted to guarantee that the game of uncertain

2 outcome is a positive participant game.

1 68. The method of claim 42, wherein if the at least one vendor includes the N outside vendors

2 then the house is adapted to guarantee that two and only two of $\Phi_{P,i}$, $\Phi_{V,i}$, and $\Phi_{H,i}$ are positive,

3 wherein $\Phi_{P,i}$ is a percent profit for the player in relation to the outside vendor V_i, wherein $\Phi_{V,i}$ is a

4 percent profit for the outside vendor V_i, and wherein $\Phi_{H,i}$ is a percent profit for the house in

5 relation to the outside vendor V_i, for i = 1, 2, ..., and N.

1 69. The method of claim 41, wherein the game of uncertain outcome is adapted for sequential

2 betting by the player when the game of uncertain outcome is played by the player, wherein the

3 takehome to the player from the house is adapted to provide the player with an expected

4 takehome of C dollars of cash and S units of scrip for each dollar bet such that $0 \le C < 1$ and $S > 0$.

1 70. The method of claim 69, wherein S/C is constant.

1 71. The method of claim 41, wherein the betting by the player comprises betting by cash, cash

2 equivalent, bettable scrip, or a combination of thereof.

1 72. The method of claim 41, wherein the betting by the player comprises betting by bettable

2 scrip.

1 73. The method of claim 72, wherein the bettable scrip is conditionally bettable.

1   74. The method of claim 41, wherein the house comprises a casino.

1   75. The method of claim 41, wherein the house comprises a computer casino.

1   76. The method of claim 75, wherein the player interacts with the computer casino over a data

2   communication medium selected from the group consisting of an Internet, an Intranet, a cable

3   television network, a telephone network, a wide area network, a satellite network, a short wave

4   radio network, and a combination thereof.

1   77. The method of claim 41, wherein the game of uncertain outcome comprises a casino game.

1   78. The method of claim 41, wherein the game of uncertain outcome includes an event selected

2   from the group consisting of a lottery and a sporting event.

1   79. The method of claim 41, wherein the game of uncertain outcome comprises a game of

2   chance.

1   80. The method of claim 41, wherein the game of uncertain outcome comprises a game of skill.

1   81. A virtual currency system, comprising scrip and money,

2   wherein the money is at least one of cash and cash equivalent,

3   wherein the scrip is generated wholly or in part by a entrance-exchange structure,

4   wherein the entrance-exchange structure comprises a game of uncertain outcome adapted

5   to be played by a player,

6   wherein a house is adapted to pay the player a takehome in a currency for a win of the

7   game of uncertain outcome by the player based on betting by the player, and

8   wherein the currency is selected from the group consisting of cash plus scrip and scrip.

1   82. The virtual currency system of claim 81,

2   wherein at least one vendor exists such that the at least one vendor is selected from the

3   group consisting of a house vendor, N outside vendors such that N is at least 1, and the house

4   vendor plus the N outside vendors;

5   wherein if the at least one vendor includes the house vendor, then a player may exchange

6   a portion of the scrip at a scrip-to-items exchange rate $E^{S\text{-}I}_0$ for at least one item provided by the

7   house vendor; and

8   wherein if the at least one vendor includes the N outside vendors, then

9   the player may exchange a portion of the scrip with the outside vendor V_i at a scrip-

10   to-items exchange rate $E^{S\text{-}I}_i$ for at least one item provided by the outside vendor V_i such

11   that i is selected from the group consisting of 1, 2, ..., and N, and

12   the outside vendor V_i may exchange a percentage of the portion of the scrip with the

13   house for cash at the scrip-to-cash exchange rate $E^{S\text{-}C}_i$ such that i is selected from the

14   group consisting of 1, 2, ..., and N.

1   83. The virtual currency system of claim 81, wherein the scrip circulates within a geographical

2   area.

1   84. The virtual currency system of claim 83, wherein the geographical area comprises a real

2   geographical area.

1   85. The virtual currency system of claim 83, wherein the geographical area comprises a virtual

2   geographical area.

1   86. The virtual currency system of claim 81, wherein:

2   the scrip is convertible to cash at a market scrip-cash exchange rate $R^{S\text{-}C}$ such that each

3   unit of scrip converts to $R^{S\text{-}C}$ dollars of cash;

4   cash is convertible to scrip at a market cash-scrip exchange rate $R^{C\text{-}S}$ such that each dollar

5   of cash converts to $R^{C\text{-}S}$ units of scrip; or

6   a combination thereof.

1   87. The virtual currency system of claim 86, wherein $R^{S\text{-}C} \times R^{C\text{-}S} = 1$.

1   88. The virtual currency system of claim 86, wherein $R^{S\text{-}C} \times R^{C\text{-}S} < 1$.

1   89. The virtual currency system of claim 86, wherein $R^{s-c} \times R^{c-s} > 1$.

1   90. The virtual currency system of claim 81:

2   wherein the virtual currency system comprises K currencies C_1, C_2, ..., C_K such that K is

3   at least 1;

4   wherein at least one of C_1, C_2, ..., C_K includes the scrip;

5   wherein each currency C_k may be converted into currency C_j in accordance with an

6   exchange rate matrix [R] of order K such that $C_j = \Sigma_k (R_{jk}C_k)$;

7   wherein R_{jk} denote the matrix elements of [R] such that indices j and k each vary from 1

8   to K;

9   wherein Σ_k denotes a summation over k from k=1 to k=K; and

10   wherein R_{jk} denote an exchange rate from currency C_k to currency C_j.

1   91. The virtual currency system of claim 90, wherein $R_{kk} = 0$ for k= 1, 2, ..., and K.

1   92. The virtual currency system of claim 90, wherein $R_{jk} = 0$ for at least one combination of j and

2   k such that j ≠k.

1   93. A entrance-exchange structure, comprising a scrip-to-items exchange rate E^{S-I}_i and a scrip-to-

2   cash exchange rate E^{S-C}_i, such that i is selected from the group consisting of 1, 2, ..., and N:

3   wherein N is at least 1;

4   wherein a game of uncertain outcome is adapted to be played by a player;

5   wherein a house is adapted to pay the player a takehome in a currency for a win of the

6   game of uncertain outcome by the player based on betting by the player;

7   wherein the currency is selected from the group consisting of cash plus scrip and scrip;

8   wherein N outside vendors exist;

9   wherein the player may exchange a portion of the scrip with the outside vendor V_i at the

10   scrip-to-items exchange rate E^{S-I}_i for at least one item provided by the outside vendor V_i such

11   that i is selected from the group consisting of 1, 2, ..., and N; and

12   wherein the outside vendor V_i may exchange a percentage of the portion of the scrip for

13   cash at the scrip-to-cash exchange rate E^{S-C}_i such that i is selected from the group consisting of 1,

14   2, ..., and N.

1   94. The entrance-exchange structure of claim 93, wherein two or more outside vendors of the N

2   outside vendors do not provide a same or essentially similar item or items in exchange for the

3   scrip.

1   95. The entrance-exchange structure of claim 93, wherein N is at least 2 and E^{S-I}_i is independent

2   of i such that E^{S-I}_i is constant, for i = 1, 2, ..., and N.

1   96. The entrance-exchange structure of claim 93, wherein N is at least 2 and E^{S-C}_i is independent

2   of i such that E^{S-C}_i is constant, for i = 1, 2, ..., and N.

1   97. The entrance-exchange structure of claim 93, wherein $\Phi_{P,i} > 0$, and wherein $\Phi_{P,i}$ is a percent

2   profit for the player in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

1   98. The entrance-exchange structure of claim 93, wherein $\Phi_{H,i} > 0$, and wherein $\Phi_{H,i}$ is a percent

2   profit for the house in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

1   99. The entrance-exchange structure of claim 93, wherein $\Phi_{V,i} > 0$, and wherein $\Phi_{V,i}$ is a percent

2   profit for the outside vendor V_i, for i = 1, 2, ..., and N.

1   100. The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is a

2   positive sum game in relation to the outside vendor V_i for i = 1, 2, ..., and N.

1   101. The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is a

2   positive participant game in relation to the outside vendor V_i for i = 1, 2, ..., and N.

1   102. The entrance-exchange structure of claim 93, wherein two and only two of $\Phi_{P,i}$, $\Phi_{V,i}$, and

2    $\Phi_{H,i}$ are positive, wherein $\Phi_{P,i}$ is a percent profit for the player in relation to the outside vendor V_i,

3   wherein $\Phi_{V,i}$ is a percent profit for the outside vendor V_i, and wherein $\Phi_{H,i}$ is a percent profit for

4   the house in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

1   103. The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is a

2   positive sum game in relation to each vendor of the at least one vendor.

1   104. The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is a

2   positive sum game in relation to a first vendor of the at least one vendor.

1   105. The entrance-exchange structure of claim 93, wherein the house is adapted to guarantee that

2   the player cannot lose more than P percent of the player's initial betting capital, and wherein P is

3   in a range of $0 \leq P < 100$.

1   106. The entrance-exchange structure of claim 105, wherein P does not exceed 50.

1   107. The entrance-exchange structure of claim 93, wherein the house is adapted to guarantee that

2   the player's initial betting capital must increase by at least Q percent, and wherein $Q > 0$.

1   108. The entrance-exchange structure of claim 107, wherein if the at least one vendor includes

2   the house vendor then the house implements guaranteeing the Q percent by adjustment of a scrip-

3   to-items exchange ratio E^{S-I}_0.

1   109. The entrance-exchange structure of claim 93, wherein the house is adapted to guarantee that

2   the game of uncertain outcome is a positive sum game.

1   110. The entrance-exchange structure of claim 93, wherein the house is adapted to guarantee that

2   the game of uncertain outcome is a positive participant game.

1   111. The entrance-exchange structure of claim 93, wherein if the at least one vendor includes the

2   N outside vendors then the house is adapted to guarantee that two and only two of $\Phi_{P,i}$, $\Phi_{V,i}$, and

3     $\Phi_{H,i}$ are positive, wherein $\Phi_{P,i}$ is a percent profit for the player in relation to the outside vendor V_i,

4   wherein $\Phi_{V,i}$ is a percent profit for the outside vendor V_i, and wherein $\Phi_{H,i}$ is a percent profit for

5   the house in relation to the outside vendor V_i, for $i = 1, 2, ...,$ and N.

1   112. The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is

2   adapted for sequential betting by the player when the game of uncertain outcome is played by the

3   player, wherein the takehome to the player from the house is adapted to provide the player with

4   an expected takehome of C dollars of cash and S units of scrip for each dollar bet such that

5     $0 \leq C < 1$ and $S > 0$.

1   113. The entrance-exchange structure of claim 112, wherein S/C is constant.

1   114. The entrance-exchange structure of claim 93, wherein the betting by the player comprises

2   betting by cash, cash equivalent, bettable scrip, or a combination of thereof.

1   115. The entrance-exchange structure of claim 93, wherein the betting by the player comprises

2   betting by bettable scrip.

1   116. The entrance-exchange structure of claim 115, wherein the bettable scrip is conditionally

2   bettable.

1   117. The entrance-exchange structure of claim 93, wherein the house comprises a casino.

1   118. The entrance-exchange structure of claim 93, wherein the house comprises a computer

2   casino.

1   119. The entrance-exchange structure of claim 118, wherein the player interacts with the

2   computer casino over a data communication medium selected from the group consisting of an

3   Internet, an Intranet, a cable television network, a telephone network, a wide area network, a

4   satellite network, a short wave radio network, and a combination thereof.

1   120. The entrance-exchange structure of claim 93, wherein the game of uncertain outcome

2   comprises a casino game.

1   121. The entrance-exchange structure of claim 93, wherein the game of uncertain outcome

2   includes an event selected from the group consisting of a lottery and a sporting event.

1   122. The entrance-exchange structure of claim 93, wherein the game of uncertain outcome

2   comprises a game of chance.

1   123. The entrance-exchange structure of claim 93, wherein the game of uncertain outcome

2   comprises a game of skill.

1   124. A method of executing a entrance-exchange structure, comprising dealing with a scrip-to-

2   items exchange rate $E^{S\text{-}I}_i$ and dealing with a scrip-to-cash exchange rate $E^{S\text{-}C}_i$, such that i is

3   selected from the group consisting of 1, 2, ..., and N:

4   wherein N is at least 1;

5   wherein a game of uncertain outcome is adapted to be played by a player;

6   wherein a house is adapted to pay the player a takehome in a currency for a win of the

7   game of uncertain outcome by the player based on betting by the player;

8   wherein the currency is selected from the group consisting of cash plus scrip and scrip;

9   wherein N outside vendors exist;

10   wherein dealing with the scrip-to-items exchange rate $E^{S\text{-}I}_i$ comprises permitting, by

11   outside vendor V_i, the player to exchange a portion of the scrip with the outside vendor V_i at the

12   scrip-to-items exchange rate $E^{S\text{-}I}_i$ for at least one item provided by the outside vendor V_i such

13   that i is selected from the group consisting of 1, 2, ..., and N; and

14   wherein dealing with the scrip-to-cash exchange rate $E^{S\text{-}C}_i$ comprises exchanging a

15   percentage of the portion of the scrip from the outside vendor V_i for cash at the scrip-to-cash

16   exchange rate $E^{S\text{-}C}_i$ such that i is selected from the group consisting of 1, 2, ..., and N.

1   125. The method of claim 124, wherein two or more outside vendors of the N outside vendors do

2   not provide a same or essentially similar item or items in exchange for the scrip.

1   126. The method of claim 124, wherein N is at least 2 and $E^{S\text{-}I}_i$ is independent of i such that $E^{S\text{-}I}_i$

2   is constant, for i = 1, 2, ..., and N.

1   127. The method of claim 124, wherein N is at least 2 and E^{S-C}_i is independent of i such that E^{S-C}_i

2   is constant, for i = 1, 2, ..., and N.

1   128. The method of claim 124, wherein $\Phi_{P,i} > 0$, and wherein $\Phi_{P,i}$ is a percent profit for the player

2   in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

1   129. The method of claim 124, wherein $\Phi_{H,i} > 0$, and wherein $\Phi_{H,i}$ is a percent profit for the house

2   in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

1   130. The method of claim 124, wherein $\Phi_{V,i} > 0$, and wherein $\Phi_{V,i}$ is a percent profit for the

2   outside vendor V_i, for i = 1, 2, ..., and N.

1   131. The method of claim 124, wherein the game of uncertain outcome is a positive sum game in

2   relation to the outside vendor V_i for i = 1, 2, ..., and N.

1   132. The method of claim 124, wherein the game of uncertain outcome is a positive participant

2   game in relation to the outside vendor V_i for i = 1, 2, ..., and N.

1   133. The method of claim 124, wherein two and only two of $\Phi_{P,i}$, $\Phi_{V,i}$, and $\Phi_{H,i}$ are positive,

2   wherein $\Phi_{P,i}$ is a percent profit for the player in relation to the outside vendor V_i, wherein $\Phi_{V,i}$ is a

3   percent profit for the outside vendor V_i, and wherein $\Phi_{H,i}$ is a percent profit for the house in

4   relation to the outside vendor V_i, for i = 1, 2, ..., and N.

1   134. The method of claim 124, wherein the game of uncertain outcome is a positive sum game

2   in relation to each vendor of the at least one vendor.

1   135. The method of claim 124, wherein the game of uncertain outcome is a positive sum game in

2   relation to a first vendor of the at least one vendor.

1   136. The method of claim 124, wherein the house is adapted to guarantee that the player cannot

2   lose more than P percent of the player's initial betting capital, and wherein P is in a range of

3   $0 \leq P < 100$.

137. The method of claim 136, wherein P does not exceed 50.

138. The method of claim 124, wherein the house is adapted to guarantee that the player's initial

betting capital must increase by at least Q percent, and wherein $Q > 0$.

1   139. The method of claim 107, wherein if the at least one vendor includes the house vendor then

2   the house implements guaranteeing the Q percent by adjustment of a scrip-to-items exchange

3   ratio E^{S-I}_0.

1   140. The method of claim 124, wherein the house is adapted to guarantee that the game of

2   uncertain outcome is a positive sum game.

1   141. The method of claim 124, wherein the house is adapted to guarantee that the game of

2   uncertain outcome is a positive participant game.

1   142. The method of claim 124, wherein if the at least one vendor includes the N outside vendors

2   then the house is adapted to guarantee that two and only two of $\Phi_{P,i}$, $\Phi_{V,i}$, and $\Phi_{H,i}$ are positive,

3   wherein $\Phi_{P,i}$ is a percent profit for the player in relation to the outside vendor V_i, wherein $\Phi_{V,i}$ is a

4   percent profit for the outside vendor V_i, and wherein $\Phi_{H,i}$ is a percent profit for the house in

5   relation to the outside vendor V_i, for i = 1, 2, ..., and N.

1   143. The method of claim 124, wherein the game of uncertain outcome is adapted for sequential

2   betting by the player when the game of uncertain outcome is played by the player, wherein the

3   takehome to the player from the house is adapted to provide the player with an expected

4   takehome of C dollars of cash and S units of scrip for each dollar bet such that $0 \leq C < 1$ and $S > 0$.

1   144. The method of claim 143, wherein S/C is constant.

1   145. The method of claim 124, wherein the betting by the player comprises betting by cash, cash

2   equivalent, bettable scrip, or a combination of thereof.

1   146. The method of claim 124, wherein the betting by the player comprises betting by bettable

2   scrip.

1   147. The method of claim 146, wherein the bettable scrip is conditionally bettable.

1   148. The method of claim 124, wherein the house comprises a casino.

1   149. The method of claim 124, wherein the house comprises a computer casino.

1   150. The method of claim 149, wherein the player interacts with the computer casino over a data

2   communication medium selected from the group consisting of an Internet, an Intranet, a cable

3   television network, a telephone network, a wide area network, a satellite network, a short wave

4   radio network, and a combination thereof.

1   151. The method of claim 124, wherein the game of uncertain outcome comprises a casino game.

1   152. The method of claim 124, wherein the game of uncertain outcome includes an event

2   selected from the group consisting of a lottery and a sporting event.

1   153. The method of claim 124, wherein the game of uncertain outcome comprises a game of

2   chance.

1   154. The method of claim 124, wherein the game of uncertain outcome comprises a game of

2   skill.

1   155. An entrance-exchange structure, comprising:

2   scrip; and

3   an activity of uncertain outcome adapted for at least one participant, wherein a house is

4   adapted to pay a participant of the at least one participant a takehome in a currency for at least

5   one potential outcome of the activity of uncertain outcome, based on entrance by the participant

6   in relation to the activity, and wherein the currency is selected from the group consisting of cash

7   plus scrip and scrip.

1   156. The entrance-exchange structure of claim 155, wherein the activity comprises a game.

1   157. The entrance-exchange structure of claim 156, wherein the participant comprises a player.

1   158. The entrance-exchange structure of claim 156, wherein the entrance comprises a placing of

2   a bet.

1   159. The entrance-exchange structure of claim 155, wherein the entrance comprises a payment of

2   a fee.

1   160. The entrance-exchange structure of claim 156, where the at least one potential outcome

2   comprises a win of the game.

1   161. The entrance-exchange structure of claim 156, wherein the game comprises a game of

2   chance.

1   162. The entrance-exchange structure of claim 156, wherein the game comprises a game of skill.

1   163. The entrance-exchange structure of claim 155, wherein the entrance comprises an action.

1   164. The entrance-exchange structure of claim 163, wherein the action satisfies one or more

2   criteria.